

**WHAT IS CLAIMED IS:**

1. A game to be played by one or more participants comprising:

at least one game unit, each game unit provided with a display screen and an input device for drawing on said display screen; and

a game controller connected to each of said game units, said game controller provided with a memory and a processor for progressively displaying a scene on said display screen of each of said game units, from a partial rendition of said scene to a complete rendition of said scene stored in said memory;

wherein each of the participants utilizes said input device to draw on said display screen a portion of said scene, thereby augmenting said partial rendition of said scene to form said complete rendition of said scene.

2. The game in accordance with claim 1, wherein said controller is provided with device for comparing the augmented scene produced by each of the participants with said complete rendition of said scene stored in said memory.

3. The game in accordance with claim 1, wherein said memory and said processor initially displays said partial rendition of said scene by displaying at least one fragment of said complete rendition of said scene on each of said display screens.

4. The game in accordance with claim 1, wherein said game controller further includes a timer for displaying said partial rendition of said scene on each of said display screens for a predetermined period of time.

5. The game in accordance with claim 1, wherein said input device is a pointer.

6. The game in accordance with claim 1, wherein said input device is a pair of rotatable dials.

7. The game in accordance with claim 1, wherein said game controller is provided within one of said game units.

8. The game in accordance with claim 1, wherein said game controller is provided with a device for producing an audio output.

9. The game in accordance with claim 1, wherein each of said game units is provided with a microphone.

10. The game in accordance with claim 9, wherein said game controller is produced with a voice recognition device.

11. The game in accordance with claim 1, further including a keyboard for answering questions generated by said game controller.

12. A game to be played by one or more participants, comprising:

at least one game unit, each game unit provided with a display screen an input device for drawing on said display screen and a timing device; and

a game controller connected to each of said game units, said game controller provided with a memory and a processor for displaying an entire scene on said display screen of each of said game units for a short period of time, said entire scene stored in said memory;

wherein each of the participants utilizes said input device to draw on said display screen said entire scene

after said game controller remove said entire scene from said display screen.

13. The game in accordance with claim 12, wherein said game controller initially displays said entire scene for a period of time less than five seconds.

14. The game in accordance with claim 1, further including a keyboard for answering questions generated by said game controller.

15. A method of playing a game, by at least one participant comprising the steps of:

providing each of the participants with a game unit including a display screen and an input device;

projecting a partial rendition of a complete scene onto each of said display screens;

allowing each of the participants an opportunity to initially complete said partial rendition of said scene to create a finished scene on said display screen using said input device; and

comparing said complete scene with said finished scene.

16. The method in accordance with claim 15, further including the step of projecting a more complete rendition of said complete scene onto each of said display screens when none of the participants correctly produces said finished scene during an allotted period of time.

17. The method in accordance with claim 16, further including the steps of adding additional segments of said complete scene until said complete scene is displayed on said display means.

18. The method in accordance with claim 15, further including the step of producing an audio output associated with said complete scene.

19. A game to be played by one or more participants comprising:

at least one game unit, each game unit provided with a display screen;

a game controller connected to each of said game units, said game controller provided with a memory and a processor for progressively displaying a scene on said display screen of each of said game units, from a partial rendition of said scene to a complete rendition of said scene stored in said memory; and

an implement used by each of the participants for hindering each of the participants in producing said complete rendition of said scene using a marking device;

wherein each of the participants utilizes said marking device to draw at least an augmented a portion of said scene.

20. The game in accordance with claim 19, further wherein said at least said augmented portion of said scene is drawn on said display screen using said marking device.

21. The game in accordance with claim 20, wherein said controller is provided with device for comparing the augmented scene produced by each of the participants with a complete rendition of said scene stored in said memory.

22. The game in accordance with claim 19, wherein said memory and said processor initially displays said partial rendition of said scene by displaying at least one fragment of said complete rendition of said scene on each of said display screens.

23. The game in accordance with claim 1, wherein said game controller further includes a timer for displaying said partial rendition of said scene on each of said display screens for only a predetermined period of time.

24. The game in accordance with claim 19, wherein said implement is a vibrating pen.

25. The game in accordance with claim 19, wherein said implement is a pair of three dimensional glasses.

26. The game in accordance with claim 19, further including a piece of paper onto which a complete rendition of said scene is drawn.

27. The game in accordance with claim 19, wherein said implement is finger paint.

28. The gam in accordance with claim 19, wherein said implement is water paints.

29. The method of playing a game in accordance with claim 15, including the step of spinning each of the participants prior to said allowing step, thereby hindering each of the participants in producing said finished scene.

30. The method of playing a game in accordance with claim 15, including the step of requiring each of the participants to complete said finished scene with which the opposite hand they normally write.

31. The method of playing a game in accordance with claim 15, including the step of requiring each of the participants to use a vibrating pen to produce said finished scene.

32. The method of playing a game in accordance with claim 15, including the step of requiring each of the participants to wear a pair of three dimensional or distorting glasses while producing said finished scene.